

6. (Four Times Amended) A method of transmitting information from a source device to a receiving device, the method comprising:

- a. forming x number of first frames wherein each of the first frames contains n units of data;
- b. forming y number of second frames wherein each of the second frames contains m units of data, and further wherein m is not equal to n;
- c. combining x number of the first frames and y number of the second frames into a stream of frames to achieve a predetermined frame rate by evenly distributing the x number of the first frames among the y number of the second frames; and
- d. transmitting the stream of frames from the source device to the receiving device;

wherein the first frames and the second frames are of a same type and have same characteristics.

9. Cancelled.

13. (Three Times Amended) A source device for transmitting information at a predetermined frame rate, the source device comprising a controller for generating a data stream containing a plurality of first frames each including x packets of data and a plurality of second frames each including y packets of data to achieve the predetermined frame rate, wherein the data stream is transmitted at the predetermined frame rate and y is not equal to x and further wherein the first frames and the second frames are of a same type and have same characteristics and the x number of first data blocks are evenly distributed among the y number of second data blocks.

17. (Three Times Amended) A system for transmitting information at a predetermined frame rate, the system comprising:

- a. a source device for generating a data stream containing a plurality of first frames each including x packets of data and a plurality of second frames each including y packets of data to achieve the predetermined frame rate and y is not equal to x, wherein the first frames and the second frames are of a same type and have same characteristics and the x number of first data blocks are evenly distributed among the y number of second data blocks; and
- b. a remote receiver coupled to the source device and configured to receive the data stream at the predetermined frame rate.

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26. (Amended) A system for transmitting information at a predetermined frame rate equal to 29.97 frames per second within an IEEE 1394 network of devices, the system comprising:

- a. a source device for generating a data stream containing 9336 first frames, each including 267 packets of data, and 664 second frames, each including 266 packets of data, to achieve the predetermined frame rate of 29.97 frames per second, wherein the first frames and the second frames are of a same type and have same characteristics and the x number of first data blocks are evenly distributed among the y number of second data blocks; and
- b. a remote receiver coupled to the source device by the IEEE 1394 network of devices, wherein the remote receiver receives the data stream from the source device at the predetermined frame rate.

27. (Amended) A method of transmitting information from a source device to a receiving device over an IEEE 1394 network of devices, the method comprising:

- a. forming 9336 first frames wherein each of the first frames contains 267 packets of data;
- b. forming 664 second frames wherein each of the second frames contains 266 packets of data;
- c. combining the 9336 first frames and the 664 second frames into a stream of frames to achieve a predetermined frame rate of 29.97 frames per second by evenly distributing the second frames among the first frames; and
- d. transmitting the stream of frames from the source device to the receiving device over the IEEE 1394 network of devices;

wherein the first frames and the second frames are of a same type and have same characteristics.